

PC

XBOX

XBOX 360



# BLAZING ANGELS™

★ ★ ★ SQUADRONS OF WWII ★ ★ ★



BASED ON A GAME  
RATED BY THE  
ESRB



UBISOFT®



# Blazing Angels Squadron of WWII

## PRIMA Official Game Guide

Michael Knight

**Prima Games**

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661  
1-800-733-3000  
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2006 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Jason Wigle  
Editorial Supervisor: Christy Seifert

Prima would like to thank Terry Lawry, Sally Arriola, Ionut Grozea, and Jag Wood from Ubi Soft Entertainment for their help with this guide.

© 2006 Ubisoft Entertainment. All Rights Reserved. Blazing Angels, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the Ratings icons, please contact the ESA at [esrblicenseinfo.com](mailto:esrblicenseinfo.com).

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding gameplay, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-5378-9





# Table of Contents

<b>How to Use This Guide .....</b>	<b>6</b>
<b>Aerial Tactics .....</b>	<b>7</b>
Using the Target Camera View.....	7
Selecting Targets.....	7
Your Wingmen.....	8
Tom "the Shield" .....	8
Frank "the Hunter".....	8
Joe "the Mechanic Wizard" .....	8
<b>The Campaign .....</b>	<b>9</b>
Skies of Dunkirk.....	9
Shoot down the German bombers before they destroy the bridge. ....	9
Destroy the German columns before they reach the bridge. ....	9
Destroy four sections of the bridge to the southwest. ....	10
Shoot down the German ace. ....	10
Dunkirk Evacuation.....	11
Fly east and check on the evacuation.....	11
Rescue Joe.....	11
Protect the BEF evacuation. ....	11
Sink the German ships. ....	12
London 1940.....	13
Prevent the bombers from destroying Parliament.....	13
Shoot down all of the Stukas before they destroy the Tower of London.....	13
Protect your wingmen from the Messerschmitt attack. ....	14
Desert Reconnaissance.....	15
Take pictures of all the Allied ships.....	15
Take photos of three German camps. ....	15
Survive until you reach the carrier and land.....	15
Desert Rats Attack.....	17
Support the ground troops' assault. ....	17
Repel the Stukas' attack. ....	17
Help the ground troops advance in the canyon. ....	17
Help the ground troops escape from the trap. ....	17
Day of Infamy .....	18
Protect the airport—destroy all bombers! .....	18
Destroy the Japanese bombers before they sink a battleship. ....	18
Destroy the Zeroes strafing the docks. ....	18
Shoot down the bombers before they damage the industrial area.....	18
Surprise Attack .....	19
Follow Tom and infiltrate the Japanese position. ....	19
Destroy the Japanese fleet before their reinforcements arrive. ....	19
Midway—Opening Moves.....	21
Protect Midway Island—shoot down all of the enemy bombers.....	21
Escort the retreating Allied bombers.....	21





## Blazing Angels Squadrons of WWII: PRIMA Official Game Guide

Clear the skies of enemy aircraft. ....	21
Midway—Turning Point.....	23
Protect the bombers. ....	23
Strafe the carrier's decks to prevent fighters from taking off.....	23
Destroy the Japanese fleet. ....	23
Holding Guadalcanal .....	25
Don't let the enemy reach the airport.....	25
Land, switch planes, then sink the enemy ships.....	25
Rabaul Raid.....	27
Destroy the airport and assist the Allied bombers. ....	27
Neutralize the Japanese cruisers and protect the Allied bombers.....	27
Destroy the docked enemy ships and repel the Japanese attack.....	27
Top Secret.....	28
Protect Joe while he destroys the canyon gate. ....	28
Fly through the canyon. ....	28
Destroy the submarine before it submerges. ....	28
Destroy the heavy water plant. ....	29
D-Day Normandy.....	30
Use the marking missiles to indicate the bunker positions for the Navy gunners. ....	30
Help the troops take the beach. Destroy all of the German bunkers.....	30
Destroy the Stuka bombers and the armored Panzer division.....	30
Paris: La Liberation.....	32
Destroy the defending German forces.....	32
Destroy defending German forces.....	33
A German general is escaping. Don't let him get away. ....	33
Take down the reinforcement squadron. ....	33
Counter Attack.....	34
Attack and destroy the German fighters flying above the Ardennes.....	34
Find and destroy the German airport and its facilities.....	34
Flying Fortress.....	36
Destroy at least a third of the ground objectives.....	36
Berlin 1945 .....	38
Destroy the four radar stations. ....	38
Survive until reinforcements arrive.....	38
Protect the Allied bomber formation.....	38
Destroy the Nowotny squadron. ....	38
<b>Standalone Mode.....</b>	<b>40</b>
Bombing Campaign: Africa.....	40
Bomb all targets. Beware of the time limit.....	40
Bombing Campaign: Ardennes.....	41
Engage all enemies with rockets. Beware of the time limit. ....	41
Bombing Campaign: Pearl Harbor .....	42
Torpedo all enemy ships. Beware of the time limit.....	42
Bombing Campaign: Dunkirk .....	43
Bomb all targets. Beware of the time limit.....	43
Bombing Campaign: Normandy.....	44





Engage all enemies with rockets. Beware of the time limit. ....	44
Bombing Campaign: Rabaul.....	45
Torpedo all enemy ships. Beware of the time limit.....	45
Dogfight Mini Campaign .....	46
Eliminate enemy formations. ....	46
<b>Arcade Mode.....</b>	<b>47</b>
Destroy waves of 12 enemy fighters.....	47
<b>Ace Duel Mode .....</b>	<b>48</b>
Kill the ace. ....	48
<b>Plane Statistics.....</b>	<b>49</b>
<b>Multiplayer Mode.....</b>	<b>51</b>
Dogfight (All).....	51
Aces High (Solo).....	51
Seek and Destroy (Solo).....	51
Onslaught (Co-op) .....	51
Bombing Run (Co-op, Squadron) .....	52
Kamikaze (Co-op, Squadron) .....	52
Historical Missions (Co-op).....	52
Capture the Base (Squadron).....	52
Multiplayer Squadron Communication.....	53
Cooperative Multiplayer .....	53
Squad Order 1: Repair Me .....	53
Squad Order 3: Taunt .....	53
Adversarial Multiplayer.....	53
Squad Order 1: Attack My Target.....	53
Squad Order 3: Defend Me .....	53



## How to Use This Guide

*Blazing Angels* is a unique air combat game that allows players to fly through some of the major engagements of World War II from both the European and Pacific Theatres. Not only does the game require skillful control of one's plane, but also aerial tactics and team coordination, as the player must give orders to his wingmen.



This guide provides all the information you need to master *Blazing Angels*. It is divided into 28 chapters—each one covering a specific topic. Using the hyperlinks in the table of contents, the reader can quickly move through the document to find the desired information.

**"General Tactics"** covers tactics that are unique to *Blazing Angels*, such as using different views and targeting controls. It also has the scoop on the three wingmen that join with you as a part of your squadron and how to use them to best complete your missions.

**"The Campaign"** sections contain walkthroughs for each of the combat missions in the campaign game. They include tips and tactics that will take you from Dunkirk to Berlin. Complete these missions to unlock new planes to use in the standalone and multiplayer modes.

For information on how to beat the mini campaigns, check out the **"Standalone Mode"** sections. Here you will find specific strategies on how to complete each of the bombing campaign missions as well as tactics for taking on the dogfighting campaign missions. Once you complete each campaign, you will receive upgrades to your planes.

The guide also contains sections called **"Arcade Mode"** and **"Ace Duel Mode."** By completing these types of missions, you can unlock improved versions of your planes, as well as new paint schemes.

See **"Plane Statistics"** for a table listing all the statistics of each plane available in the game. Organized alphabetically, this table will let you compare the various planes you can fly to study their strengths and weaknesses.

Once you are ready to take on other pilots, the **"Multiplayer Mode"** chapter offers information about this aspect of the game. This chapter covers each type of game with objectives and tips for Solo, Co-op, and Squadron modes.



# Aerial Tactics

In order to become an ace pilot in **Blazing Angels**, you will need to know some general tactics that will help you beat the enemies and stay alive to fight another day.

## **Using the Target Camera View.**

Unlike some other combat flight games, **Blazing Angels** does not use arrows or other icons to show you where enemies are located when off the screen. Instead, the target camera view function is a more realistic way of simulating what a pilot can actually see during combat. By holding down this button while flying, the screen centers on your selected target. Your plane also becomes visible to show you the enemy's location in relation to yourself.

In order to master this game, you must first become proficient in using the target camera view. With some practice, you can fly your plane while in this view, maneuvering to put the enemy target in front of your plane so that you can engage it with your weapons.

Not only is this view useful during the twisting and turning of a dogfight, but also for ground attack. It can be very important when making bombing runs, since you may not be able to see your bombing reticule in the normal view when flying level or at a higher altitude.



**TIP: By continuing to hold down the button after dropping your bombs, you can also see if they hit the target.**

## **Selecting Targets**

Another useful feature is the ability to select targets. There are two ways to accomplish this. The next objective button cycles through targets that are objectives for completing the mission. This could be ground or air targets, depending on your objectives.



The other way to select targets is the closest threat button. This will cycle through targets based on their distance to your plane, regardless of whether they are objectives or not. This can be handy during a mission when you need to find a fighter on your tail or an anti-aircraft battery that is making your attack runs very dangerous.

**TIP: Use the "next objective." and "closest threat." buttons in conjunction with the "follow camera." view.**



## **Your Wingmen**

During the campaign mission, your three wingmen can be invaluable to you. Not only do they work together to help you complete your objectives, but each wingman also has a special ability that comes in handy during a mission.

By default, the squadron order is "formation." This keeps your wingmen next to you as they try to maintain a formation. When you order them to "attack," they go off on their own and seek targets of opportunity, usually going for the closest enemy. When you start coming under attack by enemy fighters, order your squadron to "defend." They then return to your proximity and seek out targets that are threatening you.



### **Tom "the Shield"**

Tom's special ability is "Taunt." When you have a bandit on your tail, call in Tom and he will get the enemies to attack him rather than you. This can be really useful when you do not have time to deal with fighters as you focus on ground targets or even bombers.



### **Frank "the Hunter"**

Frank is one wingman you can use to go on the offensive against the enemy. When you give him the "attack" order, he breaks off and goes after the currently selected unit, as well as any other units in that formation. Use him for both ground and air targets, and to help you complete your objectives.



### **Joe "the Mechanic Wizard"**

Joe is a great guy to have around. As you take damage during a mission, Joe can actually repair your plane while still in the air. Just give him the "repair" order. Then you have to enter button combos. For each combo you enter correctly, some of your damage will be repaired. If you enter all combos, your plane will be restored to its full hit points.

***TIP: Keep track of your wingmen and what they are doing. Once they complete a special order, they return to your formation and follow the squadron order. You can then give them a special order again as needed.***



# The Campaign

## Skies of Dunkirk

This is the first combat mission for the campaign game. You will have to take on both aerial and ground targets in order to complete it successfully.

**TIP: For this mission, you have wingman Tom. You can order him to Attack on his own, Defend you, or fly in Formation. During a dogfight, you can also order him to Taunt the enemy. This causes them to engage Tom instead of you.**

### ***Shoot down the German bombers before they destroy the bridge.***

At the start of the mission, you have to shoot down two waves of German Stuka dive-bombers. Each wave consists of three planes. It is important to engage and destroy these enemies before they begin bombing the bridge.



To locate the first wave of dive-bombers, press the Enemy Camera button, then turn toward the enemy. In the beginning, they are too far away to fire, so aim the nose of your plane above them. Since they are flying straight and level at the target, you want to be in a bit of a dive as you make your first head-on pass. Order Tom to Attack and he helps you. As they get closer, hit the Brake button to slow down a bit. Wait until the reticule shows the Stukas in range, then open fire.

After making your initial pass, quickly turn to get them back in your sights and come at them from low and behind. This helps you avoid the fire from the Stukas' rear gunners. Once the first wave is destroyed, take out the second.

### ***Destroy the German columns before they reach the bridge.***

Now you have to destroy three different columns of German vehicles. While it may seem really easy to strafe a bunch of enemies all in a straight line, they will be firing at you and you can take quite a bit of damage if you are not careful. Don't hit the breaks as you make a strafing run or you are a sitting duck for the German gunners. Also, don't fly so low that your propeller trims the grass.

Get some altitude, then come down at regular speed. Target the closest vehicle at the end of the column of vehicles and begin firing your machine gun. As you begin to get low and close, pull up and drop your two bombs when your bombing reticule is over the column. Continue a distance past the column, then turn back





around to make another pass using the same tactics. Be sure to order Tom to Attack. Once the first column is destroyed, a second will come from the opposite direction, then a third after that, from the same direction as the first.

### ***Destroy four sections of the bridge to the southwest.***

This is the easiest objective of the mission. Fly straight over the bridge and drop your two bombs about a second apart. That should hit two sections. Then turn around and make another pass after your bombs recharge. If necessary, continue making bombing runs until you hit four different sections of the bridge.

### ***Shoot down the German ace.***

The final objective is the toughest. You only have one enemy fighter to take on, but it will take both you and Tom working together to bring down this enemy pilot. As an ace, he can take a lot more damage than standard fighters, so stay on him. Keep the Enemy Camera button depressed for most of the dogfight so you know exactly where the ace is at all times. Start by ordering Tom to Attack. This maximizes the amount of damage done to the ace as both of you take shots at him. However, as soon as you start taking damage, order Tom to Taunt the ace. This gets the ace off your back and focused on Tom instead.



If you are in a tight-turning fight, while Tom is keeping the ace occupied, fly out a bit and then turn around so you can get a run in at the ace. Once Tom's Taunt ability is exhausted, order him to Defend you while it recharges. Keep up the pressure on the ace until you shoot him down.

***TIP: While Tom is defending you, hit the Speed Up button to pull away from the enemy—jinking left and right so you are not an easy target. The ace will follow, and usually Tom can get on his tail and get in some good shots.***



## Dunkirk Evacuation

The next mission of the campaign requires you to support the British forces on the ground and at sea as the German Luftwaffe and Kriegsmarine attack. It is your job to create the Miracle of Dunkirk.

### ***Fly east and check on the evacuation.***

You begin on the ground and must get your plane in the air. Tom, your wingman, will follow you. All you have to do to complete this objective is to fly over the evacuation fleet. To locate the fleet, press the target camera button and turn your plane toward the fleet.



### ***Rescue Joe.***

After making sure the evacuation is going as planned, you spot a friendly plane flying fast toward your position. Behind it are several German fighters. You have to prevent the enemy from shooting down this pilot (Joe), who will subsequently join your squadron—if he survives. Press the target camera button and turn toward the enemy. Order Tom to attack while you go after the closest enemy fighter. Since the enemies concentrate on shooting down Joe, you can usually get in behind them without worrying about your own safety. Finish off the enemies to complete this objective.

***TIP: Joe is the second wingman to join your squadron. You can give him the same squadron orders as Tom. However, you can also order Joe to repair your fighter during flight as you take damage. Joe is a great addition to the squadron, so be sure to keep him alive.***

### ***Protect the BEF evacuation.***

With Joe now in your squadron, the BEF fleet comes under attack from German HE-111 bombers. Locate them using your target camera button, then speed up as you fly right at them. Order your squadron to attack so they will fly more offensively, and try to take out at least one of the bombers during your head-on approach. Once you pass the bombers, maintain course for a couple seconds, then slow down and turn around to come at the bombers from behind. Since the bombers are flying slower than your fighter, it's easy to fly right past them. Therefore, approach slowly, attack, then speed up as you fly past so you are not an easy target for the enemy gunners. Concentrate on the bombers closest to the BEF fleet as new waves appear.





### ***Sink the German ships.***

Once you've shot down all of the bombers, the Germans send a cruiser and a couple of destroyers to attack the evacuation fleet. Make sure your squadron is on attack orders before you begin bombing runs. The best way to ensure your bombs hit is to line up the ship so you're flying along the same axis. Trying to hit a ship from the side or diagonally can be more difficult. Concentrate on the destroyers first since they will sink with fewer hits. Then concentrate on the cruiser. It will take a lot of hits before it goes down. Frank, another pilot, will fly in and drop a torpedo at the cruiser after you have damaged it.



***TIP: To see if your bombs hit the target, press the target key as you fly over. You will be able to watch your bombs fall toward earth—hopefully hitting what you were aiming for.***



## London 1940

Your squadron has now been ordered to fly patrol over the city of London. The Germans are in the middle of the Blitz and bombing the British capital as much as possible.

***TIP: You add the third wingman to your squadron for this mission—Frank. His special ability is Attack. When given his order, Frank will relentlessly engage the enemy you have targeted as well as all enemies in the targeted formation.***

### ***Prevent the bombers from destroying Parliament.***

At the start of the mission, your squadron must take on several groups of HE-111 bombers that have been sent to bomb Parliament. Once you have located them, speed up to engage them as far away from their target as possible. Order your squadron to attack and give Frank his own special Attack order.

Engage the bombers head on and then as you pass by them, turn about 120 degrees to one side, fly out a bit, then turn back toward them to hit them from the side, where they have the least guns for defense. Aim at the lead bomber first, then allow the rest of the bombers in the group to fly into your sights to be shot down.



***TIP: If you start taking damage, remember to order Joe to come and repair you. The bombers can be dangerous and you need to keep your fighter in top repair.***

### ***Shoot down all of the Stukas before they destroy the Tower of London.***

Once the medium bombers have all been destroyed, you now have to take on the smaller dive-bombers. While they are more maneuverable, it does not take as many hits on a Ju-97 Stuka as it does on one of the HE-111's. As before, engage the Stukas head on, then follow them as they descend down, following the River Thames on their way to the Tower. Remember to order your squadron, and especially Frank, to attack. Be careful when diving down to attack the Stukas so you don't crash into the river.





***Protect your wingmen from the Messerschmitt attack.***

Having successfully fought off two different attacks against London, your squadron itself now comes under attack by several groups of Me-109 fighters. During the first part of this dogfight, you can't give orders to your wingmen since they are all fighting for their lives. Luckily, the enemy is not concentrating on your fighter, so you can focus on attacking the Messerschmitts as they fly after your wingmen. For the last wave, you regain control of your squadron as the Germans turn against you. Order your wingmen to attack, and give Frank his special order. If you start taking too many hits, order Tom to taunt them to give you some room to breathe. Once all of the German aces and their wingmen have been shot down, the mission is complete.





## Desert Reconnaissance

The Blazing Angels squadron has relocated to the North African theater and is stationed on an aircraft carrier. Rather than shooting the enemy with guns, you will be shooting with film. Your fighter is carrying no weapons this time.

### ***Take pictures of all the Allied ships.***

Start your engine and speed up to take off from the carrier. After raising your landing gear, fly away from the carrier and then turn back around. You will need to take a picture of it as well as the two escort ships. If you can't find the carrier, use your target camera view. Fly straight and level toward the carrier. When the red triangle is just past the first tick mark, press and hold the secondary fire button until the gauge along the right side is filled. Repeat the procedure on the other two ships.



### ***Take photos of three German camps.***



Now head toward shore. You will be flying through a sandstorm with nearly zero visibility. Therefore, you will have to rely on German radio signals to find your way to your target. Two yellow bars appear at the bottom left corner of your screen. The left bar shows distance while the right bar shows direction. Turn your plane so the right bar is as high as possible, then keep going as the left bar increases. If this happens and you don't see the camp, you may be flying too high. Carefully descend

until you find the first camp.

***TIP: When flying through the sandstorm, it is important to keep your plane level as you turn, otherwise you could crash into a sand dune.***

Use the same tactics you did for taking photos of the ships. Fly straight and level directly over the camp. Once the first camp has been photographed, repeat the procedure for the other two.

### ***Survive until you reach the carrier and land.***

After completing your reconnaissance, it's time to get back to the carrier. The Germans have launched fighters and you have no way to fight back. Hold down the Speed Up button as you head for the sea. If you are not nearby, follow the radio signals.

Keep flying as fast as you can toward the carrier. Make a landing approach from the stern of





the carrier, dropping your landing gear and slowing down when you are nearly to the ship. Set down on the deck while holding the slow down button to bring your plane to a stop and complete the mission.

***TIP: Don't take a long, slow approach to the carrier or the German fighters will shoot you down. Instead, come in fast, slowing down during the last few seconds.***



## Desert Rats Attack

During this mission, the Blazing Angels job is to support the Allied ground troops as they attack a German position.

### ***Support the ground troops' assault.***

Keep your squadron in formation as you approach the enemy lines. Once you get your orders to attack the German AA guns, order your squadron to attack and order Frank in particular to perform his special attack. Concentrate on the eight AA batteries which are divided into four groups of two. Don't slow down during your attack runs or you will take a lot of damage.



***TIP: For this mission, your fighters are armed with rockets. They are great for attacking enemy ground targets and can also be used against enemy planes as well—especially bombers***

### ***Repel the Stukas' attack.***

After the AA guns are eliminated, you now have to take on several waves of Stuka dive-bombers. There are also fighters in the air, so order your squadron to defend while Frank assists you in attacking the Stukas. Try firing rockets into the close dive-bombers formations as you approach them and you will probably get at least one or two. If you start taking hits from fighters, order Tom to taunt them.

### ***Help the ground troops advance in the canyon.***

Your next objective is to attack ground targets. Your main focus is the German artillery which is firing on Allied troops. As before, use rockets and machine guns as you dive in to attack, then speed up as you fly away to prepare for another run. Order both your squadron and Frank to attack.

### ***Help the ground troops escape from the trap.***



The Germans have laid a trap for the Allied troops. Once Allied troops advance through the enemy lines, two German tank columns flank and surround them. You have a little more than two and a half minutes to eliminate all enemy armor, so order your squadron to help you attack. Rather than concentrating on only one group of Germans at a time, double up by either making an attack run then continuing on to the second group before turning around, or making a circuit and hitting each group in turn.



## Day of Infamy

The date is December 7, 1941, and the Blazing Angels have been assigned to Hickam Field, near Pearl Harbor in Hawaii. The Japanese are attacking so hurry and get your plane in the air.

### ***Protect the airport—destroy all bombers!***



You begin on the runway, so start your engine and speed up to take off. Once in the air, one of your wingmen will join you. Order him to attack and begin going after the bombers. They are diving toward the airport to bomb the buildings, hangars, and aircraft on the ground. The bombers are slower than your fighter, so rather than holding down the Slow Down button the entire time, make passes at the bombers so you can keep your speed up and make a more difficult target for

them to shoot at. Eventually, your other two wingmen will get airborne. Order Frank to attack and Joe to repair you if needed.

***TIP: There are also enemy fighters in the air. Look for the bar icons designating the bombers and concentrate on them rather than the carat icons for the fighters.***

### ***Destroy the Japanese bombers before they sink a battleship.***

Once you take out the bombers attacking the airport, you have to take out several more waves as they bomb Battleship Row. Be careful when tailing bombers since they dive fairly low and you don't want to crash into one of your own ships. After a few hits, the ships start belching thick black smoke, which limits visibility. As before, order your fighters to attack. If you get someone on your tail, remember to order Tom to taunt them.



### ***Destroy the Zeroes strafing the docks.***

The destruction continues when Japanese fighters begin attacking the docks. This is a regular dogfight. If things get too hairy, order your squadron to defend you while telling Frank to attack them. Be careful since the Zeroes are flying low to strafe, especially when using the target camera, so you don't crash into the buildings.

### ***Shoot down the bombers before they damage the industrial area.***

The final threat comes from more bombers. These ones are attacking buildings. Use the same tactics you did over Battleship Row, using your squadron to either help attack the bombers or defend you as needed.



## Surprise Attack

It's time to get the Japanese back for the damage they caused at Pearl Harbor. A Japanese fleet has been detected near some islands, but it's not moving due to engine problems. The Blazing Angels must make sure it doesn't get away. You get to use torpedoes for the first time during this mission.

### ***Follow Tom and infiltrate the Japanese position.***

Start the mission by taking off from the deck of an aircraft carrier. Once airborne, follow Tom on a scenic flight over and around the islands of the archipelago. Speed up in the beginning to catch Tom and Frank. However, do not pass them since they know the best way to go. Stay as low as possible to avoid being detected by the Japanese—just don't crash.



### ***Destroy the Japanese fleet before their reinforcements arrive.***



When you arrive at the Japanese fleet, you find an aircraft carrier surrounded by four destroyers and some transports. Since the transports do not count toward achieving your objective, ignore them and concentrate on the warships. You have only four and a half minutes to sink these five ships or the mission ends in failure when squadrons of Japanese reinforcements arrive.

The carrier is flanked by destroyers, so attack them first. Since the carrier is launching fighters, order your squadron to defend you so you can concentrate on making torpedo runs. If a fighter gets on your tail, order Tom to taunt it.

***TIP: When making a torpedo run, attack the target ship from the side to give your torpedo a better chance of hitting.***

There are only two factors that matter when making a torpedo run—altitude and distance from the target. As you approach a targeted ship, the torpedo reticule appears. When you are low enough, the vertical bar turns green. When you are close enough, but not too close, the horizontal bar turns green. Once both bars are green, and you are aimed at the ship, press the secondary fire button to drop a torpedo. You can only drop one torpedo at a time.

Only one torpedo hit sinks a destroyers, while the carrier requires two hits. Since speed is not a factor in torpedo attacks, don't slow down or you get chewed up by anti-aircraft fire. Instead, fly at a normal speed and





## Blazing Angels Squadrons of WWII: PRIMA Official Game Guide

once you drop your torpedo, speed up and turn away from the ship rather than flying right over it. Once all five targets are destroyed, the mission ends in success.





## Midway—Opening Moves

The Blazing Angels have been assigned to Midway Island and ordered to defend it against enemy attack.

### ***Protect Midway Island—shoot down all of the enemy bombers.***

Right at the start of the mission, you need to fly at the Japanese bombers that are headed toward Midway Island. The new P-38 Lighting your squadron is now flying will make that a bit easier. You have more firepower and speed, though this plane is admittedly not as maneuverable as your previous fighters.

Keep your squadron in formation as you fly as fast as possible toward the enemy bombers. As you near, order your squadron to attack, and give Frank his special attack order. Ignore the enemy fighter escort. If they start hitting you, order Tom to taunt them to get them off your tail. Once you've taken out the first wave, you'll have to fly across the island to take out another wave attacking from the opposite direction. Splash them all to complete this objective.



### ***Escort the retreating Allied bombers.***



As a squadron of B-17 bombers is approaching Midway, they come under attack by Japanese Zeroes. Get your wingmen back into formation and fly full speed toward your fellow aviators in trouble. As before, order Frank and the rest of the squadron to attack while you move in for the kill.

The Zeroes will be flying right through the bomber squadron so you will have to follow them through to hit them. Be careful not to shoot your own planes down or crash into them during the hunt.

***TIP: Since the P-38 is at a disadvantage in a turn with the Zero, use your speed to your advantage. Make attack runs at the enemy. To do this, fire on enemy fighters in front of you, then continue past them. Turn around and speed back into battle in a weaving-type pattern—back and forth through the bomber squadron.***

### ***Clear the skies of enemy aircraft.***

Once the B-17s get to Midway, you have to shoot down all remaining enemy fighters. While you no longer have to worry about shooting your own bombers, the enemy will concentrate solely on your squadron. Start off by ordering your squadron to attack. Note that if you are tending to get shot up, you should order your squadron to switch to defense.



## Blazing Angels Squadrons of WWII: PRIMA Official Game Guide

Instead of ordering Tom to taunt, speed away from the enemy while your squadron is ordered to defend. This causes the enemy to tear off after you, allowing your wingmen to get behind them for an attack. Give Frank the order to attack, as well, to really put the hurt on the enemy.



## Midway—Turning Point

The Blazing Angels have now been assigned an important role in the attack on the Japanese fleet, which has sailed into an ambush by the Americans.

### ***Protect the bombers.***

For this mission, your squadron will be flying Dauntless dive-bombers. Take off from the deck of the aircraft carrier and catch up to the large American attack force headed for the enemy.

Along the way, Japanese Zeroes will attack. Your squadron must defend the bombers, so order them to attack while you do the same. Shoot down all enemy fighters before they can take out too many of your bomber force.

***TIP: The Zeroes are much faster than your Dauntless dive-bombers. Therefore, you will often have to speed up to get them within firing range.***

### ***Strafe the carrier's decks to prevent fighters from taking off.***



As your attack force approaches the Japanese fleet, the enemy will try to get as many fighters into the air as possible. Since it is easier to shoot them while they are on the carrier decks than in the air, that is your job. You only have three minutes to complete this objective.

Your main threat is the anti-aircraft fire coming from the fleet. Your best tactic is to fly fast and try to jink left and right as you approach the carriers.

Straighten out as you get near the carriers and fly along the length of the ship, firing your guns at the planes on the deck. Pull up and drop bombs on the deck as you fly over, using your bomb reticule for aiming. After each pass, fly to one side of the fleet and come back around for another pass using the same tactics as before. Try to keep your squadron in formation; the exception is Frank, who should be ordered to attack.

### ***Destroy the Japanese fleet.***

With the enemy fighters dealt with, it is now time to go after the fleet. Gain some altitude and dive down on the enemy ships. You can drop six bombs in quick succession; once your bomb reticule is centered on a ship, quickly press the Secondary Fire button to release them all. If you can get them all to hit, you can sink a destroyer in a single dive. The carriers will take at least two or more attack runs. Order your squadron to attack—especially Frank.



***TIP: Since the destroyers are putting up most of the anti-aircraft fire, target them first. That will make subsequent attacks a bit easier.***







## Holding Guadalcanal

Your squadron has been transferred to Guadalcanal just as the island is being invaded by the Japanese.

### ***Don't let the enemy reach the airport.***



This is a tough mission. It will take a lot of help from your squadron to make it through in one piece. First, get your plane up in the air. Japanese ground forces are approaching the island in landing craft. Head to the coast and order Frank and the rest of your squadron to attack.

Your Wildcat is armed with rockets; these come in handy as you attack the landing craft.

Rockets that reach the shore unload tanks, and it is the tanks that are the real threat to the airfield. Destroy them before they reach it. Use rockets to take them out during strafing runs. Slow down as you dive toward the tanks to improve your aim. Once you destroy all tanks, you take on a few more waves of landing craft—each in turn.



***TIP: Take out as many landing craft as possible before they reach the shore. They are easier to hit than tanks driving through the palm trees.***

While you are going after tanks and landing craft, Japanese fighters are going after you. That is where your wingmen come in. Order them to defend you while you are strafing. Of course, order Frank to help you with the attack.

### ***Land, switch planes, then sink the enemy ships.***

After you've destroyed the last wave of ground troops, Japanese cruisers begin bombarding the airfield. If they capture it, they destroy it. Since your Wildcat can't hurt the enemy ships, land your plane on the runway. Lower your landing gear and come down at one end, holding the brakes as you touch down and come to a stop. If you slide off the end of the runway, you crash.

Change into a torpedo bomber and quickly take off. Order your wingmen to defend you from the outstanding enemy fighters as you head toward the enemy fleet. Select the destroyer. It is smaller than the cruisers and is creating most of the anti-aircraft fire. Drop down and put a torpedo in its side to sink it.

Now deal with the two cruisers. Each requires two torpedo hits to sink them. Drop one torpedo, turn away from the cruiser and put some distance between it





and you, then turn back for a second run to finish it. Then go after the remaining enemy fighters—with your squadron's help. When it is all clear, the mission is complete.



## Rabaul Raid

The Blazing Angels are leading the attack on a Japanese base while flying their new Corsairs.

### ***Destroy the airport and assist the Allied bombers.***



Your squadron begins in the air and approaching the enemy base. Speed up to catch the enemy fighters on the ground. Order your squadron to attack, then aim for the closest end of the runway and use rockets and gunfire to hit the enemy fighters as they prepare to take off.

In addition to the fighters, there are several other targets such as buildings and the control tower which you must destroy. Finally go after those fighters that were able to get airborne and shoot them down to make it easier for the Allied bombers to strike Rabaul.

***TIP: Order your squadron to defend you while you attack the airport. While they keep you safe, they will also shoot down enemy fighters.***

### ***Neutralize the Japanese cruisers and protect the Allied bombers.***

Your next objective is the cruisers in the bay. Though you do not have bombs or torpedoes, rockets will do. Come in low and fire a complete volley of rockets to sink a cruiser in a single attack run. In addition, you also need to shoot down more fighters. If you take damage from anti-aircraft fire, fly off a little way and order Joe to repair your plane.



### ***Destroy the docked enemy ships and repel the Japanese attack.***



Turn your attention to the base. There are a couple of ships in dock. Dive on them and let them have it with a volley of your rockets. You must also destroy the oil tanks and supply depots near the dock area, as well as enemy units and structures in the town.

In response to your raid, the Japanese have sent more fighters from another airfield. Order your squadron to help you attack the enemy fighters and shoot them down to complete the mission.



## Top Secret

You and Joe have been sent on a covert mission to destroy a heavy water plant and prevent the Nazis from developing an atomic bomb.

### ***Protect Joe while he destroys the canyon gate.***

For the first part of this mission you will have to protect Joe so he has time to breach a way toward the enemy plant. Rather than following him around, concentrate on destroying two cruisers that are firing anti-aircraft guns, plus the enemy fighters in the area. It is best to rush in and bomb the cruisers first, then deal with the fighters afterward.

### ***Fly through the canyon.***

The toughest part of the mission is the flight through the canyon. In fact, it will probably take several attempts to make it through. The canyon is divided into three sections and you must complete each section in 2 minutes and 18 seconds or the mission will be a failure.



***TIP: Turn left and right to get around the curves. Avoid rolling your plane since it can be tough to correct when another curve or obstacle follows.***

German fighters will drop down into the canyon. Try to shoot them down, but don't focus on them too much or you'll wind up crashing into a wall. Instead, concentrate on flying the canyon and firing as the enemy come near your sights. Be sure to stay low or anti-aircraft fire will shoot you down.

***TIP: While the sections are timed, you do not have to fly full speed through the canyon. Speed up during the straight-aways then slow down for the curves.***

### ***Destroy the submarine before it submerges.***

Once you get through the canyon, you emerge into an opening where the water plant is located. Before you attack the plant, you have one minute to destroy a submarine carrying heavy water. You will also have fighters coming at you, but go after the sub first, dropping a couple bombs on it to send it to the bottom.





### ***Destroy the heavy water plant.***

There is a four-minute time limit to take out the plant, so first take out the fighters or they will shoot you up during your bombing runs. Joe can repair your fighter if you need him to. With the sky clear, you can begin attacking the heavy water plant. In order to destroy it, drop bombs down the cooling towers. Gain altitude then come down on the towers in a dive so your bombs will fall inside them. Once all towers have been destroyed, the mission is complete.



## D-Day Normandy

The Allied forces are landing on the beaches of Normandy, and the Blazing Angels have been ordered to support the ground troops to help them get to shore and establish a beachhead.

### ***Use the marking missiles to indicate the bunker positions for the Navy gunners.***

Your squadron is flying P-47s today, and at the start you are only firing smoke missiles to mark targets for naval bombardment. Therefore, keep your squadron in formation in the beginning and locate the bunkers. Fire a smoke missile at each bunker, which is indicated by a red square icon. You have two minutes to complete this.

### ***Help the troops take the beach. Destroy all of the German bunkers.***

After the navy destroys the main bunkers, you are ordered to continue its job by destroying the remaining bunkers along the coast. You can now fire explosive rockets instead of the smoke missiles. It takes a direct hit from a rocket to destroy a bunker. Your guns will not penetrate. However, as you are going after the bunkers, use your guns to take out machine gun positions marked by a red triangle icon. Order your squadron to help you attack. If you get hit by enemy fighters, recall your squadron to defend you.



After taking out the first group of ground targets, attack German dive-bombers and fighters in the area. However, as the Allied ground troops advance off the beaches, engage and destroy a second line of bunkers and machine gun positions. You have seven and one-half minutes to do this.

***TIP: The machine gun positions will fire as you attack the bunkers. They can cause a lot of damage, so resist the urge to slow down while strafing. The sooner you take out those machine guns, the easier your job will be.***

### ***Destroy the Stuka bombers and the armored Panzer division.***

The final objective requires you to attack two different types of targets and destroy them within eight minutes. You can't do that by yourself, so split up your squadron. Press the

Next Objective button to target the Stuka dive-bombers and order Frank and your squadron to attack. Target the German tanks on the ground and begin your own attack runs using rockets and guns.

The tanks (and all ground targets) are indicated by red triangle icons. To destroy the column, attack from the seaward direction and line up the column so you can hit the first tank, then continue destroying the following tanks as you continue your strafing run. Turn around and attack





## Blazing Angels Squadrons of WWII: PRIMA Official Game Guide

any survivors from behind. You must take out three columns. When you are finished with the Panzer division, join your squadron and finish off any remaining bombers to complete the mission.





## Paris: La Liberation

As the Allied forces have advanced into Paris, the Blazing Angels have been called upon to help eliminate the German defenders before they can wreak destruction on the City of Light.

### ***Destroy the defending German forces.***

This mission has only one objective. Engage German ground targets throughout the city of Paris. You have only 12 minutes to wipe them out. At the start, there are lots of Germans holed up in buildings along the river. Order Frank and your squadron to attack. Gain a bit of altitude to come at them in a dive. Let loose with rockets and machine gun fire, then speed up as you pull up and away from the target area. Turn around and repeat the tactic until all enemy troops are destroyed.



***TIP: German fighters will attack during the mission. You do not have time to engage them directly. Instead, order your squadron to defend you when they are around. If needed, Tom can taunt them to get them off your tail.***

The second group of Germans is located near the Louvre. Use the same tactics as before. This time the enemy is in a park area, so they are easier to hit with rockets.



Next take out a German armored column racing down a street toward the Arc d'Triomphe. Line up with the street and come from behind them as you fly toward the Arc. Dive down on the column and fire a line of rockets alongside it. If you do it right, you take out most of the column in the first pass and mop up the rest in a few more passes.

The fourth place to find Germans is around Notre Dame. They make a difficult target here since they are spread out around the buildings here. Try ordering your squadron to maintain formation as you dive down to strafe the enemies.

***TIP: You have an average of two minutes for each section. However, try to clear out the first three sections quickly so you have more time at the end of the mission for the more difficult sections. It is good to have at least three minutes for the Eiffel Tower.***

The fifth group of Germans is another armored column headed for the Arc. Use the same tactics as before to eliminate this threat to Napoleon's victories.

The next German resistance is around the Eiffel Tower. They are not only near the tower, but also across the river. Concentrate on clearing one area before engaging another, and put Frank to work attacking as well.



### ***Destroy defending German forces***

This phase is similar to the last one in that you are around the Eiffel Tower again. However, this time the enemy is actually on the tower. Just let your rockets fly and clear off that tower.

### ***A German general is escaping. Don't let him get away.***

This phase can be tough since it is difficult to locate the General. However, since he is escaping by boat, just fly along the river until you locate the three enemy boats and take them out with rocket fire.

### ***Take down the reinforcement squadron.***

The last phase of the mission requires you to shoot down German fighters. This is your standard dogfight, so order your squadron to attack, and use Tom to defend you as needed.





## Counter Attack

The Germans have counterattacked in the Ardennes Forest and forced a bulge in the Allied lines. The Blazing Angels have been called in to assist and clear the Germans from the sky.

### ***Attack and destroy the German fighters flying above the Ardennes.***



You are about to embark on the biggest dogfight you have yet to encounter. There is no time limit nor do you need to worry about the fighters destroying targets you're trying to defend. Just shoot them down without getting killed yourself.

Order Frank and the rest of your squadron to attack. This will send them out to engage targets on their own. If the enemy starts coming at you, change your order so your squadron can defend you and ask Tom to taunt the enemy fighters.

Start off the dogfight by flying full throttle toward the enemy. As you approach, let loose with all your rockets. While you probably won't get many (if any) hits, it's worth a try. Afterward, pick a target and maneuver until it's in your sights.

***TIP: Rockets fly only straight ahead and travel slower than bullets. However, if you are in a chase after a fleeing fighter, let loose with several rockets. It takes only hit to bring an enemy down in flames.***

At times, a fighter will try to run away. While your plane is pretty fast, chasing after it may result in another enemy being able to get on your tail. Therefore, if the pilot does not want to fight, press the Closest Threat button to find someone else.

The German fighters are pretty quick. Their main tactic is to fly away from you at full speed, then make a quick turn and race back past you. Be ready to hit the brakes and slow down so you can try to turn inside of the German fighters, keeping your targeting reticule in front of the enemy and leading with your bullets to get solid hits.

### ***Find and destroy the German airport and its facilities.***

It's time to find their base and take it out. You now have to switch to ground attack. There are several fighters taking off from the runway. Ignore them and concentrate on the base. Order your squadron to attack and they will usually engage the planes. Keep Tom ready to taunt if an enemy gets on your tail.

The outer corner base targets are anti-aircraft guns, so take them out first with rockets as you dive in at normal speed.

Keep making strafing runs with rockets until all of the targets are destroyed. After you hit the fuel supply, thick clouds of black smoke will pour out of the base. Be careful





not to fly through this smoke, especially while in a dive—you will lose all sense of direction and can crash.



## Flying Fortress

The Blazing Angels have been temporarily assigned to the 8<sup>th</sup> Air Force and ordered to make a strategic bombing attack on German factories and oil supplies in an effort to strangle the enemy's ability to fight.

### ***Destroy at least a third of the ground objectives.***

Rather than flying in individual fighters, the entire squadron is aboard a single B-17 Flying Fortress. At the start of the mission, Tom is in the cockpit while you are manning a turret. There are four different machine gun turret positions—top, tail, ball, and nose. To cycle between these different positions, press the secondary fire button.

The nose and tail gunner positions have a fire arc limited to the direction they are facing. On the other hand, the top and ball gunners can rotate 360 degrees, but are limited to either above or below the horizon, respectfully.

The gunner controls can be confusing at first after flying planes in the previous mission. Pushing up on the stick makes the gun aim up rather than down as if you were flying. Therefore, move the stick in the direction you want the gun to go.

The mission consists of six phases. During the first, third, and fifth phases, you will be a gunner defending your bomber from enemy fighters. The damage meter in the lower-right corner shows how much damage your plane has taken.

When the German fighters first appear, they come at you from behind. Be prepared for them by either waiting in the tail gunner position or facing the rear in the top or ball gunner positions.



***TIP: It is best to be in the tail gunner position. In fact, if you stay in this position at all times during the fighter attacks, you will be able to shoot down enough enemies to survive because most of the fighters will come at you from behind—especially those who are shooting at you.***



After the fighter attacks, you will take over the pilot position through the second, fourth, and sixth phases of the mission. Your job here is to drop bombs on the targets. While there are massive industrial complexes, you need to hit those areas marked by the red triangle icons.

When flying at your initial altitude, it is tough to see your bombing reticle below you. To solve this problem, you can either descend to a lower altitude or put your plane into a dive. However, the best alternative is to hold

down the target camera button. When the reticle is over a target, press the Secondary Fire button to drop bombs.



**TIP: Because groups of ground targets are in a row, line up your plane and drop the first bomb on the first target. Continue to press the secondary fire button to drop the rest of your load in a line. By the time you get to the next group of targets, your bomb bay will be reloaded.**



## Berlin 1945

The end of the war is near. The final battle for Berlin is about to take place and the Blazing Angels have been sent to prepare the way.

### ***Destroy the four radar stations.***



The first part of the mission is the toughest. Stay low and follow the river to the first three radar stations. Keep your speed at normal. Though you only have one minute to complete this objective, you can do it. Turn left and right as you follow the river. If you fly above the buildings, AA guns shoot you down. Use your rockets to destroy the first radar station when it comes into view straight ahead. The second radar station is along the right side of the river and somewhat difficult to hit.

Watch for the bridges as you fly toward the second and third radar stations. Fly over these bridges or you will crash into them. After you take out the third radar station, you can fly high again. Press the Target Camera button to locate the last radar station and fly at full speed to destroy it.

### ***Survive until reinforcements arrive.***

You are severely outnumbered during this phase of the mission. Keep flying at high speed and turning left and right to prevent the enemy from getting on your tail. Since you have no wingmen, just concentrate on staying alive for three minutes instead of trying to shoot down German fighters.

### ***Protect the Allied bomber formation.***

Once your wingmen arrive, you can go on the attack again. Order your squadron to attack and focus on taking down the German fighters. You must protect 30 Allied bombers. As long as you press hard on the enemy fighters, you should be able to take them all out before they get the bombers. Don't forget to order Frank to do his special ability attack. It is good for taking out some additional fighters.

### ***Destroy the Nowotny squadron.***

The final dogfight of the campaign is a fight for your life. The Germans have sent up Me 262 jet fighters. They are much faster than your fighters, but can't make tight turns. Since the entire Blazing Angel squadron is fighting for its life, you can't give special orders to anyone except Joe, who can still repair damage to your plane. You have six minutes to shoot down all the enemy jets. The key is to use your brakes as you turn to cut in on the inside of the enemies, because it's hard catching up to them during straight flight, and it also makes you vulnerable to a bandit getting on your six and shooting you down.





**TIP: If you get on the tail of one of the straight-flying Me 262s, let loose with a volley of rockets. Once in a while one hits and you get the kill.**



# Standalone Mode

## Bombing Campaign: Africa

In this first mission of the bombing mini campaign, you are on your own in North Africa. Flying a Beaufighter bomber, wipe out a German base.

### ***Bomb all targets. Beware of the time limit.***

For this mission, you must destroy all 68 targets in less than 10 minutes. You can divide the targets into three main types. There are eight anti-aircraft artillery batteries which are clustered into groups of two. On the same mesas with the AA guns are some motor pools where trucks and towed artillery are parked. The final targets are two armored columns which are in the wadis on the flanks of the base area.

The Beaufighter has a cannon which you can use to attack ground targets. However, your real firepower is the bomb load it carries. This bomber can lay down a line of several bombs in a few seconds.

The AA batteries are your biggest threat because they fire at you when you come near. Therefore, make the batteries your first targets. When you start off, you are flying perpendicular to the German line. Continuing to fly in this direction will only allow you to hit one battery during a single bombing run. However, if you turn to the right and fly to the flank of the enemy line, then turn to the left so your flight path will take you over the line of batteries, you can attack all of them in a single run.



***TIP: When attacking the AA batteries, don't slow down or they will chew you up. It only takes one or two bombs on each battery to knock them out.***



After flying down the line of AA batteries, you will pass over one of the armored columns. However, because your flight path is not in line with the column, fly past them, then turn to line them up. Drop your line of bombs down the middle to take out the column in one run. If you miss a few, turn around and mop them up.

Attack the two motor pools. It takes a couple of runs on each. Go after the second armored column.

You will have no trouble getting the targets within the 10 minute time limit. Now try getting them all in under five minutes!



## Bombing Campaign: Ardennes

You are flying a Tempest in this mission and are armed with rockets for taking out various ground targets.

**Engage all enemies with rockets. Beware of the time limit.**



For this mission, you have 10 minutes in order to destroy 94 German targets. This will not be easy. While you could stay at long range and fire rockets at the targets, you cannot destroy them all in time. To make matters worse, most of the targets will be shooting at you. Therefore, come down hard and fast during your attack runs. There are four phases for this mission.

The first phase requires you to take out enemy positions surrounding a group of buildings. In order to take out all of the targets, hit them from different directions, since the buildings shield enemies from your rockets. Dive in at full throttle with a bit of a turn to one side so that your rockets spread out in a line and increase their destruction. Stay at full throttle as you pull up and speed away. Break to make a quick turn, then speed up again as you make another run.

**TIP: In order to complete this mission in the allotted amount of time, ration your time carefully. Here are some suggestions on when you should complete each phase.**

**Phase 1: 8:30 minutes remaining   Phase 2 : 7:30   Phase 3: 6:00**

The second phase consists of a moving column of vehicles headed from the city toward the buildings you were just attacking. Climb high and line up with the column before diving down and firing your rockets in a line along the column. On the first pass, you can take out about half or even more of the vehicles. Then turn around and finish them off.

The vehicle column of the third phase is a bit tougher since they are on the other side of town and move near a row of buildings, which tend to shield them a bit. Come at them from the edge of town rather than the middle to negate their cover from your fire.

The fourth phase is the toughest. You must take out 50 targets scattered throughout a section of the town within four minutes. Since they are protected by buildings on some sides, attack from all directions again. It is easier if you are diving down on them. Try to clear a cluster of targets before moving on to another cluster.





## Bombing Campaign: Pearl Harbor

You get the chance to fight at Pearl Harbor again—only this time as the Japanese.

### ***Torpedo all enemy ships. Beware of the time limit.***

Again, you have only ten minutes to complete your objectives. You must torpedo all six ships in the Battleship Row area. The good news is that the ships are not moving. The bad news is that all of their anti-aircraft guns are blazing—especially the destroyer.

The destroyer and one battleship are docked at the pier, so you can only attack one side of these two ships. However, the other four are anchored at a distance from the shore. Start by attacking the battleship off to one side. Don't slow down as you drop down for your torpedo run. Launch your torpedo as soon as you come in range, then turn away from the battleships rather than fly over your target. This will help you avoid AA-fire. Come around for another run since it takes two torpedo hits to sink a battleship.

Once a ship goes down, it will start pouring black smoke into the sky. Avoid flying through the smoke since you will lose all visibility and may crash into something as you emerge.

***TIP: The destroyer puts out a lot of anti-aircraft fire. Since it only takes one torpedo to sink this smaller ship, attack it early.***



With one ship down, move on to the next. Try to make your approaches over the water so you can drop your torpedo from its maximum range. If you try to attack the off-shore ships from the land side, you have to drop your torpedo at almost its minimum range so it will fall in the water. This means you will have to fly over the ship as you make your run instead of veering away after launch.

Since the ships are not moving, you do not have to attack perpendicular to the length of the ship.

Instead, attack on the diagonal to allow for dropping at maximum range. Just remember to fly straight as you are dropping your torpedo to ensure a hit.

You should have no trouble completing this mission within the time limit—even if some of your torpedoes miss. It is more likely you will crash or be shot down than have time run out.



## Bombing Campaign: Dunkirk

For this mission, you are a German pilot attacking the British evacuation fleet at Dunkirk.

### ***Bomb all targets. Beware of the time limit.***

You are flying a Ju-97 Stuka diver-bomber with a load of bombs. In order to complete this mission, you must sink 18 ships in only 10 minutes. While that may seem like a lot, don't worry. The anti-aircraft fire is a bigger threat to you than the clock.

There is one aircraft carrier and four large transports which must be bombed. However, it is best to go after the 13 destroyers which are throwing up a curtain of lead at you whenever you get near them.

The key to victory is to pick off one destroyer at a time. Target a destroyer at the edge of the fleet and take it out. You never want to have to fly over or near another destroyer to attack your target.

At the start of the mission, turn around and fly back toward the dock area while staying at a high altitude. Press the Objective button until you select a destroyer near the docks but at the edge of the group. This is your first target.



***TIP: Speed and movement are your friends. Try not to fly in a straight line for too long or the destroyers will chew you up.***

When dive bombing a destroyer, you want to come in from a high altitude in a steep dive. To avoid enemy fire, speed up and drop your bombs when the bombing reticule is right over the target. If you can put most of your bombs on the target, you can take out any of the ships in the area in a single attack.



After dropping your bombs, pull up and climb as you turn away from surviving destroyers. While gaining altitude, use the target camera view and Objective button to select the next destroyer. The game will not pick the next best one, so you will have to do it on your own.

Once you have eliminated all of the destroyers, go after the large troop transports. You don't have to worry about making high speed dives on them since they do not fire back. Finally, once everything else is at the bottom of the sea, gain altitude and perform a high speed dive on the aircraft carrier itself. It will defend itself with anti-aircraft fire, so use the same tactics on it as you did on the destroyers.



## Bombing Campaign: Normandy

This mission puts you over the beaches of Normandy during the D-Day invasion. However, this time you are a German pilot and must stop the Allied landings.

***Engage all enemies with rockets. Beware of the time limit.***

When the mission begins, the beaches are clear. There are a number of ships and landing craft headed your way. Do not attack the landing craft because their destruction does not count for victory. Instead, wait for the boats to unload ground units on the beaches. You have 10 minutes to eliminate the ground units.



The best time to hit the enemy is as they are landing. The groups of ground units will bunch up after landing before they head inland away from the beach. A carefully aimed volley at one of these groups will take out most if not all of the vehicles.

Fly along the beach parallel to the shore and attack the enemy. When you get to the Allied line's end, turn around and fly in the opposite direction, attacking any you missed during the previous pass. Get as many enemies on the beach when they are out in the open and most vulnerable.

***TIP: The objective states to use rockets. However, for some units, such as trucks, you should use your machine guns to destroy them—especially while you are waiting for your rockets to reload.***

After you clear the beach, go after those enemy units that have made it onto the higher ground. The vehicles will have formed into columns following the roads. Therefore, rather than flying long passes, turn to line up with the roads and strafe the columns as you fly over them.

You do not have to worry about the enemy firing at you. Take your time and slow down as you make your attack runs to increase your accuracy. Ten minutes is plenty of time to complete your objective, so don't feel rushed or you may crash.





## Bombing Campaign: Rabaul

This is another torpedo mission. However, this time you are flying an American torpedo bomber and attacking the Japanese fleet.

***Torpedo all enemy ships. Beware of the time limit.***



In order to complete this mission, you must sink 6 ships within the 10-minute time limit. Three of them are out in the bay while the other three are docked at the piers. Start with the docked ships first, since they are the most difficult.

All three ships at the piers are warships and fire anti-aircraft guns at you. The fact that they are docked also means that you can only attack them from one side. Attack the smaller two ships—a destroyer and a cruiser—

first and save the biggie for last. The destroyer takes only one torpedo hit before it sinks, while the cruiser requires two hits. Approach from the bay and come in fast to avoid taking too much fire. After launching your torpedo, climb and turn to the left to head back out to the bay.

***TIP: When attacking the warships, try diving down to one side of them, then pulling level just in time to launch your torpedo before climbing away. This seriously reduces the damage you take during an attack run.***

After you sink the smaller two warships, go after the super battleship, *Yamato*. This monster takes three hits in order to sink! Your best angle for attack is from the rear, since this allows you to launch your torpedo from maximum range. You can also try diving in from the side, but have to drop closer since there is not as much water between the ship and the shore.

The final three ships are the transports anchored out in the bay. None of them have any defenses, so just put a torpedo in the side of each one to complete the mission.





## Dogfight Mini Campaign

There are six different missions in the Dogfight Mini Campaign. However, all have the same objectives and require the same tactics in order to be victorious.

### ***Eliminate enemy formations.***

Whether you choose to dogfight over London, Africa, Pearl Harbor, Rabaul, Paris, or Berlin, you still have to shoot down 20 enemy planes in 10 minutes. At each location you will face mostly fighters with a few bombers thrown in for good measure. It does not matter which type of plane you shoot down—they all count as a single kill. Luckily, there are usually only four or five planes in the air at any one time—you don't have to worry about all twenty at once.



While you are hunting the enemy, the fighters are also hunting you. Fly aggressively on the attack, but also be wary of a bandit getting on your six. The key is to keep turning. Avoid long stretches of flying straight since that makes it easy for an enemy fighter to get behind and shoot you down.

***TIP: The target view comes in really handy during the dogfight missions. Use it along with the Closest Threat button to find bandits sneaking up on your six.***

It's important to know how to lead your target for these missions. Rarely will you be able to get on an enemy's tail without them turning to get away. Therefore, you should fire when your targeting reticule is ahead of the enemy plane so that when your bullets travel the distance, the enemy will have flown right into them. As a general rule, the greater the angle of different between your heading and the enemy's, the farther you need to lead the target. With a little practice, you will soon know the sweet spot at which to aim to bring down an enemy.

Since you have a time limit, don't spend a lot of time chasing after enemies. If your target is running away, switch targets. There will usually be another somewhere behind you trying to get on your tail.



***TIP: Be careful when engaging the bombers. They have gunners that will fire on you as you approach. Plus, the extra time it takes to shoot down a bomber will give the enemy fighters a chance to get in some shots of their own.***



## Arcade Mode

Arcade mode puts you in a big dogfighter with you flying solo against lots of enemies. You can fly any of the planes you have unlocked during the campaign game.

### ***Destroy waves of 12 enemy fighters.***

Arcade mode is tough because it is just you and 12 enemies trying to shoot each other down. In addition, you begin with a two-minute time limit. Every time you shoot down an enemy plane, you receive a bonus that adds time to your clock.

It is not the time limit that makes this game tough—it is the number of enemies. You can assume that when you are going after an enemy, one of his wingmen is on your tail. Therefore, unless there is only one plane left in the wave, never fly in a straight line after someone. Instead, turn and get the guy who is moving in on your six.

To defeat each wave, use the target camera view in conjunction with the Closest Threat button. By using the two together, you can keep track of who is behind you, then turn to shoot them down.



***TIP: It is tempting to novice pilots to stay in a constant slow turn. However, while that may work in early waves, subsequent waves will send you flaming into the ground. Instead, turn in both directions while climbing or diving to make it hard to get a bead on you.***



You need to mix up your maneuvers to keep the enemy from hitting you. Slow during a turn to cut in on an enemy for a kill, speed up when you climb or perform an Immelman (which is like a half loop), and jink back and forth from right to left to throw off fighters following you. Keep moving around to have a better chance of surviving. Do this because you want a fully repaired plane before the next wave begins.

***TIP: After you complete the waves in an Arcade game, you will unlock an improved version of the plane you flew.***



## Ace Duel Mode

Care to try your skills against an ace pilot in a one-on-one dogfight to the death? If so, then the ace Duel is for you.

### ***Kill the ace.***

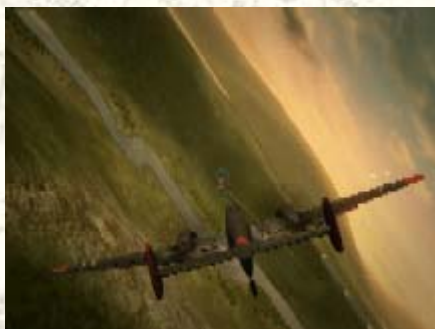
In the ace Duel, first pick a plane. You can select from any that are unlocked as a result of your advancement through the campaign game. The enemy ace will fly the exact same plane as you, so neither of you will have an advantage due to technology. Only the most skilled and resourceful pilot will fly away at the end of the battle.

Since you have only one opponent, don't worry about other enemy fighters sneaking up on your tail. Concentrate totally on the enemy ace. Unlike other pilots, the ace's plane can take a lot of damage. Therefore, get a lot of hits on him before he goes down.

The key to victory is to stay on the ace's tail. This will give you the best opportunities to get in hits, and it also keeps him from being able to shoot at you. In order to keep his plane constantly in your sight, use the target camera view any time the ace moves out of your front view. Due to the fact that the enemy has a plane with the same characteristics, the only way to cut a turn tighter than him is to slow down.



***TIP: Remember to use the target camera view so you know where the ace is at all times. If you can stay on his tail, you will be victorious.***



Leading your target is extremely important since an ace will never fly in a straight line while you are on his tail. Therefore, anticipate his movements and have your guns blazing so you can catch the ace with a stream of lead.

After you have defeated an ace, you unlock a new paint job for the current plane you flew in the duel.



# Plane Statistics

Each plane is rated in five different areas:

Plane	Type	Speed	Acceleration	Agility	Firepower	Hit Points
A6M Zero	Fighter	3.5	3.5	3	3.5	1
B-17 Flying Fortress	Bomber	3	1.5	0.5	4	6
B5N2 Kate	Bomber	2.5	1.5	1.5	0	1.5
Beaufighter	Bomber	3	3	4	6	3
D3A1 Val	Bomber	2.5	3	1.5	0.5	1
Devastator	Bomber	3	3.5	2	0.5	2
F4F Wildcat	Fighter	3.5	3	3	2.5	3
F4U1 Corsair	Fighter	5	3.5	4.5	3.5	4
F6F Hellcat	Fighter	5	4	3.5	3.5	4
Fw 190 A	Fighter	5	4	4	6	3.5
Fw 190 D	Fighter	6	5	4	5	3
Gladiator	Fighter	3	3.5	5	2	1
Hurricane I	Fighter	3.5	3.5	4.5	3.5	2
Hurricane II	Fighter	3.5	3.5	4.5	5	2
J2M Raiden	Fighter	4.5	4.5	3.5	5	2
Ju-97 Stuka	Bomber	2	1.5	3	1	1.5
Ki 43 Hayabusa	Fighter	4	3	3.5	1.5	2
Kikka	Fighter	5	4.5	3.5	4	2
Me 109 E	Fighter	4.5	4	3.5	3.5	2.5
Me 109 G	Fighter	5	4.5	3.5	5	3
Me 109 K	Fighter	5	5	3	5	3
Me 110 C	Fighter	4	3.5	3	4.5	3
Me 110 E	Fighter	4.5	4	3	4.5	3
Me 110 G	Fighter	4.5	3.5	3	5	3
Me 262	Fighter	6	3	3	6	3
Meteor	Fighter	6	6	4.5	5	3
N1K Shinden	Fighter	4.5	4.5	4	5	2.5
P-39 Aircobra	Fighter	4	4	3.5	5	3
P-40 C Warhawk	Fighter	4	3.5	3	2.5	2.5
P-47 Thunderbolt	Fighter	5	3.5	2.5	5	5
P-51 D Mustang	Fighter	6	4.5	3	3.5	2.5
P-51 H Mustang	Fighter	6	5	3.5	3.5	2
SBD Dauntless	Bomber	3.5	3.5	2	1	3
Seafire	Fighter	4	4	4	5	3
Spitfire I	Fighter	4	4	3.5	3.5	2.5
Spitfire IX	Fighter	5	5	4	5	3
Spitfire V	Fighter	5	4.5	4	5	3
Swordfish	Bomber	0.5	5	3.5	3.5	2





## Blazing Angels Squadrons of WWII: PRIMA Official Game Guide

TBM-3 Avenger	Bomber	3.5	3.5	2	1	4
Tempest	Fighter	6	5	3	5	4
Typhoon	Fighter	5	4	3	5	3.5





## Multiplayer Mode

**Blazing Angels** offers a number of unique and exciting multiplayer games. You can choose to play in three different modes. Solo mode is where everyone plays for him or herself. In Co-op mode, all of the players fly against the AI. Squadron divides the players into two opposing teams that fly against each other.

### ***Dogfight (All)***

This is the standard air-to-air combat where you try to shoot down waves of attacking enemy planes, with points awarded for staying alive and for killing enemies. For Solo mode, every pilot is a target. In Co-op mode, the players fight against the AI while in Squadron mode—it is one team against the other. Points are scored for each kill.

### ***Aces High (Solo)***

This type of game is a dogfight where everyone gangs up on the ace, who is the first player to score a kill. Whoever kills the ace becomes the new ace. You want to be the ace since the ace is the only one who scores points for shooting down other players. Once you become the ace, be careful to keep moving and flying fast. If you spend too much time on one player's tail, the rest will get on yours.

While you are the ace, the damage and armor of your plane are increased significantly. Also, you will notice a graphic bar in the bottom right corner of your screen that changes between red and blue, and marks the ace's state of invulnerability. While the bar is red, the ace is invulnerable, and while the bar is blue, the ace can be damage. Keep this in mind as a strategy while fighting.

### ***Seek and Destroy (Solo)***

This is an intense solo game. When you start, each opposing player's plane is marked. Once you shoot down a plane, it is no longer marked. The first player to shoot down every other player at least once is the winner. If time runs out before this occurs, the player with the highest score wins. You only score points for shooting down marked planes. While you can shoot down unmarked planes, it does not add to your score. The key to winning this mission is to keep flying after different players while trying to keep from being shot down yourself.

If a player crashes into the ground, that player is penalized one target objective—the last player he killed will be marked again.

### ***Onslaught (Co-op)***

This game requires the players to work together to shoot down as many enemy bombers and fighters as possible within a time limit. Go for the bombers first since they are usually faster to shoot down, then focus on the fighters until more bombers respawn. Note that you are awarded more points for taking down fighters than for taking down enemy bombers. Go after the closest enemy planes rather than wasting time flying to another, more distant target.





### ***Bombing Run (Co-op, Squadron)***

In Co-op mode, the players try to fight their way through AI fighters to bomb the enemy base, which throws up AA fire at you. For this, put everyone in a bomber and attack in a big group to overwhelm the defenses.

In Squadron mode, each team tries to destroy the opposing base while defending its own base. This requires a team to split up between bombers, attacking the enemy base and fighters for defending the friendly base. Or a team can take all bombers and try to destroy the enemy base faster than the enemy can destroy their undefended base. As with all multiplayer games, the unexpected sometimes works best—but won't work every time.



***TIP: Strafe bombing is an efficient method to avoid enemy AA flak, in order to take out your target safely.***

### ***Kamikaze (Co-op, Squadron)***

The objective of this game is to crash Japanese Zeroes into an enemy ship to sink it. The Zeroes have no bombs and their only way to cause damage is by crashing. In Co-op mode, the players are the Kamikaze pilots flying against the AI defenses. During Squadron mode, one team is the Kamikazes and the other team is the defenders. The target ships also throw up a lot of AA fire. Try attacking the ship in one large group from a high altitude, and then diving straight down to crash. Defenders should try to shoot down the Zeroes before they get close to the ship.



### ***Historical Missions (Co-op)***

These missions let you play through the campaign missions with other players as your wingmen. You can use the same tactics for these missions as you did during the campaign. However, since there are more human players, expect the missions to be tougher.



### ***Capture the Base (Squadron)***

This is a fun game where a team tries to capture neutral- and enemy-controlled airbases. In order to capture a base, a plane must land and come to a complete stop. A control-meter counts down as long as the plane remains stationary and is not destroyed. After several seconds, the base will change sides. First, an enemy-controlled base must be turned neutral by one

plane landing, and then converted to a team by another landing—either by the same plane or another one. Planes sitting on the runway are easy targets, so it is a good idea



to have a wingman flying cover. Points are scored by controlling airfields, and the mission ends once one team controls all airfields.

***Note: Slower planes are ideal for fast landings and capturing enemy bases, and fast planes are more efficient at guarding their own bases.***

## **Multiplayer Squadron Communication**

### **Cooperative Multiplayer**

Players can issue requests to the other members of their squadron using the directional pad. Any player can issue a request, and any other player can respond to it. If nobody confirms the request for several seconds, the request is ignored. Successive requests can be made only at 30-second intervals.

#### **Squad Order 1: Repair Me**

A player whose plane needs to be repaired can issue this request; the first player to confirm the request will have to perform a repair combo for his comrade. Therefore, the life of the requesting player depends on his wingman performing the repair combo.

#### **Squad Order 3: Taunt**

A player who feels like he's hunted by too many opponents can issue this request. The first player to confirm the request is automatically selected as a target for all the enemies currently engaging the requesting player.

### **Adversarial Multiplayer**

As in Cooperative Multiplayer, a player issues a request, and another can respond to it. Requests are ignored after a few seconds, and a new request can be made by the same player after 30 seconds.

#### **Squad Order 1: Attack My Target**

The first player to confirm the request will automatically switch his target selection to the requesting player's currently selected target (or target group).

#### **Squad Order 3: Defend Me**

The first player to confirm the request will automatically switch his target selection to the closest threat engaging the requesting player.